Itinerary for Quiz Section #2:
Section AB

- Reintroduce myself and hand out sheets to those who didn't make it last time.

- Collect homework 0 receipts

- Topics to cover and clarify (and there are a LOT):
    - structs
        - public and private methods
        - we won't be using them, really. . .classes

    - pointers vs. references
        - examples using overheads
            - Make them do it!

    - Namespaces
        - Iostream, other library files defined in std
        - You can make your own to organize big projects.
        - Everyone understand them?
        - Questions?

    - Streams as objects
        - Why streams are considered objects.
            - From a low-level standpoint, streams of characters.
            - You, the programmer, never have to deal with how these characters read in, because when you use a *stream* you're actually talking to a stream *object*.
        - Structs/classes are also objects! Comparison
        - The theory of object-orientated programming, and why its good.
            - All the work is encapsulated and hidden, making it really easy to program with them!
            - Key word: *abstraction*.
            - Examples, overhead
            - More later!

    - Iostream
        - Given what was just said, any questions about the different states?
        - All of this is in Appendix A, don't worry too much about details that you can look up—just have the concepts.
        - Misc:
            - *cin.clear( )* will reset stream object
            - *endl* will flush cout buffer

- Files
  - Don’t worry—working with files is REALLY easy, even if you’ve never done it before.
    - Its just streams all over again.
    - Check slides for specific coding details.
  - One gotcha which you MUST observe: filenames MUST be of type char[] or char*!!!
    - See overhead.

- Q and A